BATTLE FOR SKULL PASS

This game combines everything you have learned so far about **Warhammer** in a battle between the Dwarves of Skull Pass and the invading Goblin hordes. The time has come! A horde of Goblins has invaded Skull Pass, and the Dwarfs have mustered to defend their gold. Now, you are ready for your first battle! Each player will take turns going through the three phases (moving, shooting and fighting) with all his warriors. You will also learn the additional rules required to play larger games like the Battle for Skull Pass. These include rules such as line of sight, moving and shooting, and shooting into combat.

YOU WILL NEED

A Flat Playing Area
Range Ruler
Dice
The Idol of Mork
The Grudge Pony
The King's Wall

20 Night Goblin Spearmen (x2)
20 Night Goblin Archers
10 Spider Riders
12 Dwarf Warriors
10 Dwarf Thunderers
8 Dwarf Miners

TURN SEQUENCE

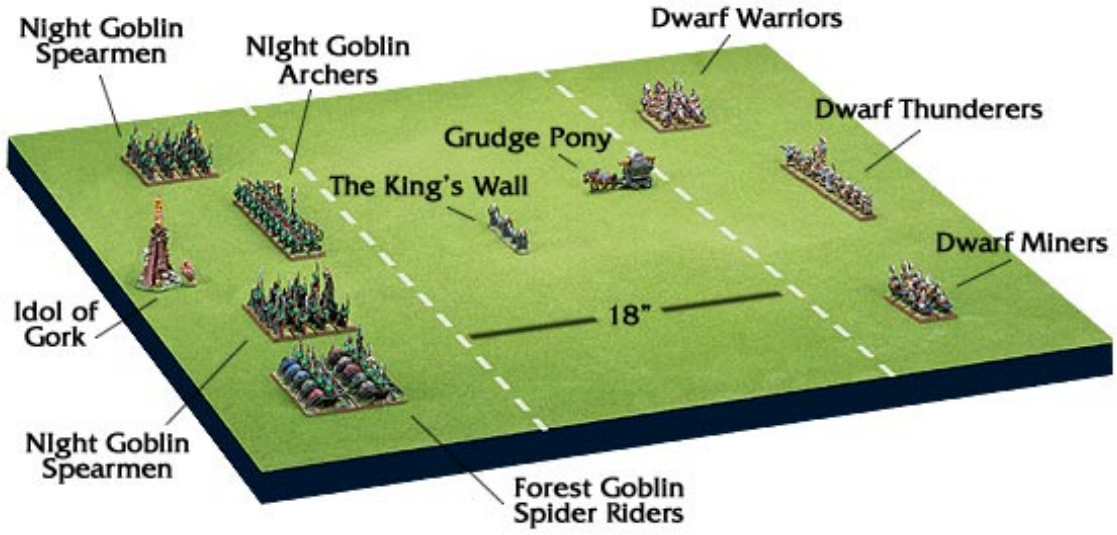
Goblin Player's Turn	Dwarf Player's Turn
1 Movement Phase	1 Movement Phase
A. Normal Movement	A. Normal Movement
B. Charging	B. Charging
2 Shooting Phase	2 Shooting Phase
A. Choose a Target	A. Choose a Target
B. Roll to Hit	B. Roll to Hit
C. Roll to Wound	C. Roll to Wound
D. Make Armor Saves	D. Make Armor Saves
3 Close Combat Phase	3 Close Combat Phase
A. 1st side rolls To Hit	A. 1st side rolls To Hit
B. 1st side rolls To Wound	B. 1st side rolls To Wound
C. 2nd side makes Armour Saves	C. 2nd side makes Armour Saves
Before moving onto step D, 2nd side follows through steps A and B then 1st side follows step C.	Before moving onto step D, 2nd side follows through steps A and B then 1st side follows step C.
D. Combat Results	D. Combat Results

GAMING AREA

Games of **Warhammer** are played on an area called a battlefield. Any suitably large flat area, such as a kitchen table or floor, can be used as the battlefield for this **Battle for Skull Pass** introductory battle. A roughly 3-4 square foot are will do just fine.

SET UP YOUR MODELS

Set up the models and scenery as shown below. The two sides should start at least 18" apart.



FIGHTING THE BATTLE

1. The Night Goblins take a turn.
2. The Dwarfs take a turn.
3. If neither the Dwarfs nor the Night Goblins have won, repeat steps 1 and 2!

WINNING THE GAME

Players take turns as described in the game turn sequence. The side that manages to wipe out all of the opposing force wins the battle for possession of Skull Pass!

ADDITIONAL RULES

As you are now playing a full **Warhammer** battle, a few extra rules come into play. They are: **Line of Sight**, **Moving and Shooting**, **Cavalry**, **Shooting and Combat**, **Great Weapons**, and **Locked in Combat**. These rules are detailed on the next page.

NEXT

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